Buddy Builder

Overview

- **Stack/balance mechanic**
- **Take Over Game -** single player, play game then send high score challenge to a friend , post high score to the feed, or send a Gag
- *References: Cargo King*

Story and Tasks

1. Controls and Gameplay
   a. Game begins with crane arm moving in from top left to right
   b. Crane arm carries an avatar cube
      i. Use player's friends list for avatars to stack
      ii. If player's friend's list is less than X avatars, use pre-defined avatars
   c. Tap to drop an avatar from the crane arm
   d. If crane passes screen, it loops again from the start
   e. Camera moves up to track avatars as they are stacked higher.
      i. Background image varies as camera tracks higher.
   f. After an avatar lands, send next crane arm if stack is stable. If not stable do not send crane arm.

2. Scoring
   a. Each avatar successfully stacked earns points displayed in HUD
   b. Score popup displayed
   c. SFX played
   d. Scoring system
      i. 10 points for successful 1st stack
      ii. +5 bonus points for each successful stack after the 1st
      iii. Bonus points resets after a tumble
      iv. 10 points for a "Perfect fit" (2 avatars perfectly aligned)
         1. "Perfect Fit" popup appears

3. Lose a life
   a. Triggered if any avatars fall down below the screen fold
   b. "Tumble!!" displayed on screen
   c. Avatar "falling" SFX
   d. Camera tracks down to highest stable point in stack.
   e. Hearts displayed at center screen and go down by 1
   f. Gameplay resumes

4. Difficulty increases
   a. Based on stack height the crane arm will behave differently
      i. Crane moves faster
      ii. Crane moves across at higher height

iii. Start from right and move left
iv. Move at diagonal
v. Move with sine wave

5. Player gets device notification
    a. Game state pauses
    b. On resume display game paused with Pause/Quit popup screen

6. Player minimizes app
    a. Game state pauses
    b. On resume display game paused with Pause/Quit popup screen

7. Game over state triggered
    a. After the player loses their last heart, trigger the game over state

8. Game Over/Results popup
    a. "Game over" header displayed
    b. Display max height reached
    c. Display score
    d. Post Gag button
        i. Tap to go to Post Gag Flow
    e. Post Score button
        i. Tap to go to Post Score Flow
    f. Play Again button
        i. Tap to restart game
    g. Quit button
        i. Tap to close game
        ii. Music ends
        iii. Transition back to Chat (if game started from Chat)
        iv. Transition back to Feed (if game started from Feed)

9. Post Gag Flow (from Chat)
    a. Tap Post Gag button from Game Over screen
    b. Post Gag in Chat with friend
    c. Close Game and return to Chat

10. Post Score Flow (from Chat)
    a. Tap Post Score button from game Over Screen
    b. Display Post Options screen

    c. Tap "Post Challenge"
        i. Display Confirmation popup "Post to <chat friend's username>?"
            1. Tap Ok button
        ii. Post Score Challenge in Chat w/ Friend
        iii. Close Game and return to Chat

    d. Tap "Post to Feed"
        i. Display "Post to Feed?" Preview

1. Type in additional message
2. Tap Ok button
   ii. Post Score Challenge to Feed (all friends)
   iii. Close Game and return to Chat

11. Post Score options window (from Feed)
    a. Tap Post Score button from game Over Screen
    b. Display Post Options screen

    c. Tap "Challenge a Friend"
       i. Display Friends Select screen
          1. Same functionality as above (#21)
          2. Tap enabled Ok button
       ii. Display Confirmation popup "Post challenge to <chat friend's username>?"
          1. Tap Ok button
          2. Post Challenge in Chat with selected friend
       iii. Close Game and return to Feed